Applicants: Bayard S. Webb, et al.
Appl. No.:   09/688,441
Filed: October 16, 2000
Title: GAMING DEVICE HAVING A MULTI-ROUND BONUS SCHEME
              WHEREIN EACH ROUND HAS A PROBABILITY OF SUCCESS
Art Unit: 3714
Examiner: Ashburn, Steven L.
Docket No.:   112300-141

Commissioner for Patents
Washington, DC 20231

RESPONSE TO OFFICE ACTION

Sir:

In response to the Office Action dated July 24, 2002, and the personal interview courteously granted by the Examiner on October 23, 2002, please enter this Response in the above-identified patent application.

In the Specification:

Please amend the paragraph beginning at page 27, line 12 as follows:

In similarity to the random selection of the items, the game preferably assigns the same prize value 122 more than once. In other embodiments, it can be designed to exclude these duplications. As illustrated in Fig. 12, the game preferably assigns an equal percentage 124 or likelihood to each of the prizes 122, so that each has an equal chance of being selected. The implementor can again provide any weighting or probability distribution that satisfies the game math. The implementor can also include any desired number of prizes 122. The present invention contemplates randomly assigning one of the prizes 122 at any time before providing and displaying the prize to the player. The game can also assign a prize 122 to each opportunity, i.e., symbol selection, or assign a prize only after the player successfully selects a symbol having an associated item. That is, assigning a prize does not necessarily equate to awarding the prize to a player. Assigning a prize can alternatively include designating the prize the player receives if the player selects the award yielding symbol. One skilled in the art of game design can structure the award distribution of the present invention in a plurality of ways.